

POKER MAKER ROUTINE

The purpose of this program is to convert a machine code program into BASIC DATA statements.

To use the program it is necessary to first assemble the machine code program into memory at the location it is to reside in during execution of the BASIC program.

Next, boot up BASIC (BREAK, C) remembering to reserve enough space to protect the machine code program. Enter the POKER MAKER program.

The first thing the program will ask for is the name of the machine code routine. It will be placed in a REM statement at the beginning of the routine.

You then input the beginning and ending addresses of the program to be converted in HEX. The next input is the beginning vector (that's the address where the program begins execution) to be put in as two HEX numbers, high byte first, low byte second. You should have two 2-digit hex numbers for this input.

The last input you need to make is to tell the system which number you want as the first DATA line number. The program will generate a tape with the first two lines being REMs stating the name of the program and the start vector. It will then generate three lines that when run will read the DATA statements and poke them into memory and poke in the start vectors. The following lines will then be the DATA.

To implement the subroutine in a program, address the first line to place the program into memory and then access it with the USR(X) routine.

POKER MAKER

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10 FOR I=1 TO 32:PRINT:NEXT I
20 INPUT "NAME OF MACHINE CODE
PROGRAM":ML$
30 INPUT "ENTER START AND END I
N HEX":LS,H$
40 INPUT "START VECTOR IN HEX A
S HI,LO":HV$,LV$
50 INPUT "ENTER BASIC LINE NUMB
ER TO START SUBROUTINE":LI:LN=1
60 NS=LS:GOSUB 330 :B=0
70 NS=H$:GOSUB 330 :H=0
80 NS=HV$:GOSUB 330 :HV=0
90 NS=LV$:GOSUB 330 :LV=0
100 DIM PT(H-B+2)
110 FOR I=B TO H:PK=PEEK(I)
120 PT(I-B+1)=PK
130 NEXT I
140 PRINT:PRINT
150 INPUT "START TAPE ON RECORD
THEN ENTER 'Y':TP$:SAVE
160 NN=1
170 PRINT:PRINT:PRINT:PRINT:PR
INT:PRINT
180 PRINT I1:" REM THIS SUB POK
ES ":ML$:" INTO MACHINE LANGUAG
E"
190 PRINT I1+1:" REM FOR VECTOR
PUT":LV$:"INTO I1 & ":HV$:"INTO
I2"
200 PRINT I1+2:" FOR IN =":B:"T
O":H
210 PRINT I1+4:" READ OP :POKE
IN,OP"
220 PRINT I1+6:" NEXT IN"
230 PRINT I1+10#LN+1:" DATA"
240 FOR I=1 TO 7
250 PRINT PT(MN):;MN=NN+1
260 IF MN=B+(H+1) THEN LN=LN+1:GO
TO 300
270 IF I<7 THEN PRINT":;"
280 NEXT I:LN=LN+1
290 PRINT:GOTO 230
300 PRINT:PRINT I1+10*(LN+1):"
RETURN"
310 LOAD
315 POKE 515,0
320 END
330 NS="H"+NS
340 J=2
350 L=LEN(NS)
360 FOR I=1 TO 4
370 O(I)=0

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380 NEXT I
390 FOR I=6-L TO 4
400 O(I)=ASC(MID$(NS,J,I))-8
410 IF O(I)>9 THEN O(I)=O(I)-7
420 J=J+1
430 NEXT I
440 O=4096*O(1)+256*O(2)+16*O(
3)+O(4)
450 NS=RIGHT$(NS,LEN(NS)-1)
460 RETURN
470 END
OK

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